**Goal:**

* Create a 3d interactive human cell that displays its anatomy.

**What you want to demonstrate:**

* I want to show the structure of a human cell using different tools that we have learned through the course.

**Resources:**

* Three.js library
* Dat.gui library
* jQuery library
* Html and CSS
* WebGL shaders
* Vectary (Used for the creation of custom shapes)

**Obstacles:**

* Some of the obstacles where the creation of custom shapes. Even with the software Vectary some shapes took a while to create.

**Data Structures and algorithms:**

* The only data structure used were arrays.
* The use of the built-in ray-caster algorithm from three.js to selected specific objects on the cell.

**Future additions:**

* Add a plant cell and show how animal and plant cell differ from each other.

**How to run:**

* The program just needs be open with a local server.